

## WHAT IS CLAIMED IS:

- 1 1. A method for playing games between players at remote locations;  
 2 connecting a plurality of mobile phones together through a network for playing a.  
 3 game;  
 4 setting up a game scenario for each of the plurality of mobile phones; and  
 5 transmitting game signals between the plurality mobile phones across the  
 6 network.

- 2 2. The method of claim 1, wherein at least two of the plurality of mobile  
 2 phones are remotely located.

- 3 3. The method of claim 1 wherein the network is a local area network.  
 1 4. The method of claim 1 wherein the network is a wide area network.  
 1 5. The method of claim 1 wherein the network is the Internet.  
 1 6. The method of claim 1 wherein the network is a public land mobile  
 2 network.  
 1 7. The method of claim 1 wherein the network is a public switched  
 2 telephone network.  
 1 8. The method of claim 1 wherein the network is a wireless network.  
 1 9. The method of claim 1 wherein the mobile phones connect to the  
 2 network through a base station.

1           10.    The method of claim 9 wherein a connection from a mobile phone to the  
2 network through a base station is a low power radio frequency connection.

1           11.    The method of claim 1 wherein the interactive game is interrupted when  
2 a mobile phone receives a call.

1           12.    The method of claim 11 wherein the interactive game is interrupted only  
2 for the mobile phone receiving the call.

1           13.    The method of claim 1 wherein at least two of the mobile phones are  
2 located in a single location, a first mobile phone in the single location communicating  
3 with a second mobile phone in the single location using a low power RF transceiver.

1           14.    The method of claim 1 wherein the setting up a game scenario further  
2 comprises:  
3           transmitting an inquiry by a new player;  
4           receiving the inquiry at active mobile phones;  
5           transmitting a response by the active units;  
6           reviewing the response and game data collected at a game server; and  
7           establishing a game in accordance with the response and the game data from the  
8 game server.

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1 *1-23* 15. A mobile phone, comprising:  
 2 a key pad for dialing, for controlling menu operation and for entering phone  
 3 control functions;  
 4 a display for showing keypad entries and a game scenario;  
 5 a controller for processing user input and for controlling the display, the  
 6 controller using a transceiver to connect the mobile phone to at least one other mobile  
 7 phone through a network for playing an interactive game and transmitting game signals  
 8 to the network for reception by the at least one other mobile phone.

1 16. The mobile phone of claim 15 wherein the controller sets-up a game  
 2 scenario for the interactive game.

1 *1-24* 17. The mobile phone of claim 15 wherein the network is a local area  
 2 network.

1 18. The mobile phone of claim 15 wherein the network is a wide area  
 2 network.

1 19. The mobile phone of claim 15 wherein the network is the Internet.

1 20. The mobile phone of claim 15 wherein the network is a public land  
 2 mobile network.

1 21. The mobile phone of claim 15 wherein the network is a public switched  
 2 telephone network.

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1           27.     The mobile phone of claim 15 wherein the controller sets up a game  
2     scenario by transmitting a game inquiry message; receiving responses by active units,  
3     reviewing the response and game data collected at a game server and establishing a  
4     game in accordance with the response and the game data from the game server.

1 *1-25* 28. An interactive game system, comprising:  
 2 a network; and  
 3 a plurality of mobile phones coupled together through the network, each of the  
 4 mobile phones comprising a controller for processing user input and for controlling a  
 5 display, the controller connecting the mobile phones through a network using a  
 6 transceiver for playing an interactive game and transmitting game signals to the  
 7 network.

1 29. The interactive game system of claim 28 wherein the controller sets-up  
 2 the interactive game.

1 *1-25* 30. The interactive game system of claim 28 wherein the network is a local  
 2 area network.

1 31. The interactive game system of claim 28 wherein the network is a wide  
 2 area network.

1 32. The interactive game system of claim 28 wherein the network is the  
 2 Internet.

1 33 The interactive game system of claim 28 wherein the network is a public  
 2 land mobile network.

1 34. The interactive game system of claim 28 wherein the network is a public  
 2 switched telephone network.

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1           35.    The interactive game system of claim 28 wherein the network is a  
2 wireless network.

1           36.    The interactive game system of claim 28 wherein the mobile phones  
2 connect to the network through a base station.

1           37.    The interactive game system of claim 36 wherein the connection from  
2 the mobile phones to the network is made through the base station using a low power  
3 radio frequency connection.

1           38.    The interactive game system of claim 28 wherein the interactive game is  
2 interrupted when a mobile phone receives a call.

1           39.    The interactive game system of claim 38 wherein the interactive game is  
2 interrupted only for the mobile phone receiving the call.

1           40.    The interactive game system of claim 28 wherein at least two of the  
2 mobile phones are located in a single location, a first mobile phone in the single location  
3 communicating with a second mobile phone in the single location using the transceiver,  
4 the transceiver further comprising a low power RF transceiver.

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1           41.    The interactive game system of claim 28 wherein a first mobile phone  
2   sets up a game scenario by transmitting a game inquiry message that is received by at  
3   least a second mobile phone, wherein the at least second mobile phone transmitting a  
4   response, reviewing the response and game data collected at a game server and  
5   establishing a game in accordance with the response and the game data from the game  
6   server.

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